Mission to Nexus Prime

Technology Demonstration v0.01 [5/2/96]

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This is a quick mock-up/technology demonstration for Future Vision's latest interactive video game, **Mission to Nexus Prime**, an SVGA, Windows 95 real-time strategy game.

To Install Direct-X 2.0: ***(Direct-X 2.0 is required in order to run this demo)***

- Insert the CD into your CD-ROM drive.
- Change into the **DIRECTX** directory.
- Execute **SETUP.EXE** - This will install **Direct-X 2.0** as well as a demonstration program called 'FOXBEAR', you may delete the 'FOXBEAR' program once it has been installed.

To Run the Mission to Nexus Prime Technology Demo:

- Make sure the CD is in your CD-ROM drive and make sure that you are in the root directory.
- Execute **NEXUS.EXE**
- Choose **Winsock IPX connection for Direct Play** and click the **OK** button
- If you are the first (or only) person to start a game, then click **CREATE**, otherwise click **CONNECT**, wait a minute, and then select **NEXUS PRIME** and click **OK** (up to 255 players can play at once.) (Note: Network play has not been fully tested at this time, and no promises as to it working are made at this time)
- When you are finished playing, press **ESC** to exit.

Controls:

- Use the arrow keys or the mouse to scroll around the map.
- Press the right mouse button to create a new vehicle.
- Press and hold down the space bar to enter 'edit-mode', a palette of available tiles will appear.
- While in 'edit-mode' move the cursor over a tile in the tile palette, and left-click. Then move the cursor into the map and left-click to 'draw' with the tile.
- To move a vehicle, first left click on the vehicle you wish to move (to select it), and then click on the vehicles desired destination (while not in edit mode).
- To attack using the selected vehicle, simply left click on the enemy vehicle you wish to attack.
- Right-clicking will de-select a vehicle.
- Press 'ESC' to exit the game.

For additional help, please don't hesitate to contact:

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